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Sonic the comic

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MEGA PIN-UPS!
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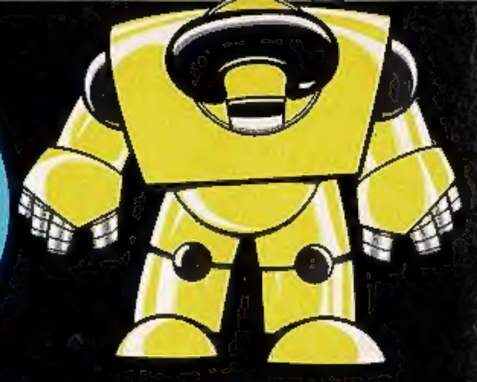
PLUS ALL YOUR FESTIVE *STC* SUPERSTARS!

9 770969 304990 42

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's Christmas! Well, very nearly. While you count down the seconds to the Great Day itself, enjoy *STC's* second jam-packed, 48-page mega-sized issue. Strips, puzzles, pin-ups, two great compos and some special surprises (how did Robotnik sneak his own story into this issue?). Just think of it as an early Crimbo present from us to you.

Speaking of goodies, your second set of **Sonic's Badnik Spotter Cards** are free with this issue. Got all 12? Good. To collect them into a neat pile carefully remove them from the main card by pushing gently round the perforations. Neatness freaks can trim off the rough edges by carefully cutting round the black border line in the front of the cards. Presto, Series 1.0 is complete! If you want to see more **Badnik Spotter Cards** write and let us know.

Next issue *STC* reverts to its regular 32-page size but packed with more excitement than ever. The good news - it's still only £1.15.

So, as Santa's sleigh draws nearer and nearer, I'll just say

HAVE A VERY MERRY CHRISTMAS AND AN STC-FILLED NEW YEAR!

Megadroid

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KNUCKLES PIN-UP
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- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	SONIC AND KNUCKLES
2	—	URBAN STRIKE
3	▲	SONIC THE HEDGEHOG 2
4	▲	SONIC THE HEDGEHOG
5	new	THE LION KING
6	—	FIFA INTERNATIONAL SOCCER
7	▼	MORTAL KOMBAT 2
8	▼	SONIC THE HEDGEHOG 3
9	RE	ROBOCOP V TERMINATOR
10	new	MICKEY MANIA

MEGA-CD

1	—	REBEL ASSAULT
2	▲	MICKEY MANIA
3	▲	FIFA INTERNATIONAL SOCCER
4	▼	SONIC CD
5	▲	SEWER SHARK
6	▲	TOMCAT ALLEY
7	▲	THUNDERHAWK
8	▼	ECCO THE DOLPHIN
9	▲	ROAD AVENGER
10	▼	SILPHEED

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	—	JUNGLE BOOK
3	▲	ALADDIN
4	▼	SONIC CHAOS
5	▲	DESERT SPEED TRAP
6	RE	MICKEY MOUSE 2
7	▲	SONIC THE HEDGEHOG
8	RE	COOL SPOT
9	▼	ROBOCOP V TERMINATOR
10	RE	TAZMANIA

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	—	SONIC THE HEDGEHOG
3	▲	MICKEY MOUSE 2
4	▲	MORTAL KOMBAT 2
5	▲	ALADDIN
6	▼	ECCO THE DOLPHIN
7	▼	JUNGLE BOOK
8	RE	COOL SPOT
9	▼	SONIC CHAOS
10	RE	SHINOBI 2

SONIC THE HEDGEHOG

Ice Cap Attack PART 2

Script:
Lew Stringer
Art:
M. Hadley & J. Burns
Lettering:
Steve Potter

HEY! QUIT KICKING *SNOW* IN MY FACE, HEDGEHOG!

TRY TO *KEEP UP* WITH ME THEN, CURLY!

A STRANGE "HOLE BETWEEN ZONES" HAS ALLOWED BADNIKS FROM THE FLOATING ISLAND TO INVADE MOBIUS! SONIC TRAVELS TO THE ISLAND TO INVESTIGATE, AND FORMS AN UNEASY ALLIANCE WITH KNUCKLES...

SLOW DOWN, SPEED-FREAK! I THINK WE'VE FOUND WHAT WE'RE LOOKING FOR!

I CAN'T SEE ANYTHING EXCEPT *SNOW AND ICE* IN THIS ZONE!

WELL, *THAT* WASN'T THERE BEFORE! IT'S NOT A NATURAL FORMATION... IT LOOKS *MAN-MADE!*

YEAH... I'VE GOT A PRETTY GOOD IDEA *WHO* IT WAS MADE BY!

NO VISIBLE ENTRANCE! I GUESS WE MAKE OUR OWN!

NO PROBLEM! I CAN TUNNEL BENEATH IT AND–

–IT'LL TAKE AGES! STAND ASIDE, BUDDY! MY WAY IS FASTER!

BDASHH!

NEED I SAY MORE?

DOCTOR ROBOTNIK! I THOUGHT I HAD *RELEASED* THIS ZONE FROM YOUR EVIL INFLUENCE!

UNFORTUNATELY, HE KEEPS RETURNING, KNUCKLES. GET USED TO IT!

CLOSE THE DOOR BEHIND YOU, *PEASANTS!* IT'S QUITE CHILLY OUT!

YOU'RE PLAYING IT COOL! TRYING TO COMPETE WITH ME?

I DON'T NEED TO COMPETE...I *CONQUER!*

AND I DESTROY!

GET AWAY FROM THAT CONSOLE, CREEP!

I ADVISE YOU NOT TO MOVE, UNLESS YOU WISH TO BE BURNT TO A CRISP, HEDGE-HOG! WITH ANY LUCK THAT *IS* WHAT I'M HOPING YOU'LL *TRY* OF COURSE!

MERRY CHRISTMAS TO YOU TOO, EGG-BREATH!

AGH! BURNT MY GLOVE! GUESS I'M A COOL DUDE IN A HOT SPOT!

FZZZZZ!

I *KNEW* IT WAS A MISTAKE TEAMING UP WITH YOU, SONIC! YOU ALWAYS BRING *TROUBLE* TO MY ISLAND!

CHILL OUT, KNUCKLES! I'LL FIGURE A WAY OUT OF THIS!

HEH,HEH! WISHFUL THINKING. IT AMUSES ME TO SEE YOU'RE JUST AS ARROGANT EVEN TO THE *END!*

WHAT'RE YOU GONNA DO? *BORE* US TO DEATH WITH DETAILS OF SOME GREAT "MASTER PLAN" OF YOURS?

AH, YOU MUST BE REFERRING TO MY NEW *INTER-ZONE* TECHNOLOGY, THAT YOU CAME HERE TO DESTROY!

CRRACKKLE!

BEHOLD, MY GREATEST ACHIEVEMENT! A GATEWAY BETWEEN ZONES! PERFECT FOR INSTANT INVASIONS BY MY BEAUTIFUL BADNIKS! A *SHORT-CUT TO SLAVERY* YOU MIGHT SAY!

...MY SHORT-CUT... YOUR SLAVERY OF COURSE!

YOU DARE TO USE THE ICE CAP ZONE FOR YOUR EVIL MECHINATIONS!

"...IMAGINE THE FUTURE... ARMIES OF BADNIKS POURING THROUGH GATEWAYS SUCH AS THIS TO OUTNUMBER ANY RESISTANCE! I WOULD BE UNSTOPPABLE!"

I'LL FIND A WAY OUT OF THIS TO STOP YOU, ROBOTNIK! I ALWAYS DO!

I THINK I'VE ALREADY *FOUND* A WAY OUT, SONIC...

...AND I'M JUST THE GUY FOR THE JOB!

GUESS THEY DON'T CALL YOU *KNUCKLES* FOR *NOTHING!*

BADNIKS! STOP THEM!

YOU STOP US?

JUST TRY IT!

JUST BECAUSE I MANAGED TO SET US FREE, DOESN'T GIVE YOU CAUSE TO | LOOK SO *MIFFED!* HEH, HEH, HEH!

TWACK!!

EDOP!

DON'T PUSH IT, ECHIDNA!

IF YOU'RE SO BRILLIANT, *YOU* CAN DEAL WITH THE PENGUINATORS WHILE *I* TAKE OUT THIS *INTER-ZONE* JUNK!

I CAN HANDLE IT, SONIC! CAN YOU?

BWHAMMMM!

DOES *THIS* ANSWER YOUR QUESTION, DUDE?

ROBOTNIK IS ESCAPING!

LET HIM GO! HELP ME GET THESE GUYS THROUGH THE GATE-WAY BACK TO MOBIUS BEFORE IT'S TOO LATE!

EVERY-ONE THROUGH? COOL!

MISSION ACCOMPLISHED! THE GATEWAY IS DESTROYED. OUR TRUCE IS OVER, SONIC! DO NOT TRESPASS ON MY FLOATING ISLAND AGAIN!

FZZZT!

GLINK!

SUITS ME! I TAKE IT YOU WON'T BE JOINING US FOR CHRISTMAS THEN!

SONIC! YOU'RE BACK! HOW DID IT GO?

WELL, DESPITE BEING SLOWED DOWN BY THAT RED DUDE IT WAS LIKE ANY MISSION IN THE ICE CAP ZONE... COOL!

ULP! SNOW! MAYBE IT'S A PLAN OF ROBOTNIK'S TO TURN US INTO ANOTHER ICE CAP ZONE!

RELAX, FUZZBRAIN! IT IS CHRISTMAS Y'KNOW!

MERRY CHRISTMAS

MERRY CHRISTMAS, EVERYONE!

...EVERYONE EXCEPT EGG-SHAPED BAD GUYS, THAT IS!

The End

NEXT ISSUE: THE BRIDGE OF DOOM!

STEP INTO THE WORLD OF STAMP COLLECTING

LEARN ALL ABOUT THIS WONDERFUL HOBBY
HERE'S A FREE STARTER KIT TO SET YOU OFF!

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2. Magnifier
3. Swap Holder packets
4. Perforation Gauge
5. Watermark Detector
6. Stamp Tweezers
7. Stamp Identifier
8. Land Finder map
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10. World's Rarest Stamp Facsimile
11. School Stamp Club Leaflet
12. Price List
13. 176 Flag stamps (stickers)
14. Packet of Stamps

FREE

This outfit will be sent **ABSOLUTELY FREE** if you send us your name and address (block letters). We will also send a selection of **SPECIAL APPROVALS** which you can buy for ½ price, purchase just the stamps you want or simply return the booklet undamaged, but first ask your parents' advice.

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PHILATELIC SERVICES
(Dept. H.S.1), **Eastrington, Goole, North Humberside DN14 7QG**
Enclose stamp for postage

STAMP COMPETITION

Just write your answers on a piece of paper and send them, with your name and address (block letters) to the address below.

1. What country puts ESPANA on it's stamps?

2. Was the 'PENNY BLACK' the first stamp?

3. Does JERSEY issue stamps?

4. Do Irish stamps have Eire on them?

PRIZES – 25 choice stamps free for each correct answer. 100 different stamps, catalogued at £5. **PLUS** fine facsimile block of 6 unused G.B. 1840 **'PENNY BLACKS', PLUS** facsimile **'PENNY BLACK'** on original cover (genuine originals would be worth about £20,000!). **PLUS 'LUNDY ISLAND'** 1961 miniature sheet of 7 stamps, catalogued 60p, featuring **ERIC BLOODAXE – ALL FREE** for 4 correct answers.
Tell your parents, send name and address for this fabulous offer plus stamp for postage.
UNIVERSAL STAMP Co (Dept. H.S.6),
Eastrington, North Humberside DN14 7QG

STAMP QUIZ
TRUE OR FALSE

Just write your answers on a piece of paper and send them, with your name and address (block letters) to the address below.

1. Britain issued the first stamps?

2. Britain never puts it's name on it's stamps?

3. Stamps without perforations are fakes?

4. Christmas stamps must be used to post Christmas Mail?

PRIZES – 25 choice stamps free for each correct answer or 100 different stamps catalogued at £5 **PLUS** the famous 110 year old British **'PENNY LILAC'** catalogued 40p, for 4 correct answers (that's 101 stamps in all). Just ask to see our wonderful **NEW APPROVALS**, send your name and address, stamp for postage and inform your parents.
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Eastrington, North Humberside DN14 7QG.

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(from Christmas TV and other Charity Appeals) will be sent **FREE**! Remember many scarce stamps have been found in these packets so just ask to see our famous 3-in-1 type Approvals enclosing your name, address and stamp for postage.

NOTE – THIS OFFER IS INTENDED FOR ADULTS AND MORE MATURE COLLECTORS AND WE WILL ALSO SEND LATEST ILLUSTRATED G.B. CATALOGUE FREE.

THE STAMP CLUB (Dept. H.S.2),
Eastrington, North Humberside DN14 7QG

REVIEW Zone

Enter the zone that brings you reviews of all the new releases to the Sega game systems. Reviewers this issue: Jenny Fromer, David Gibbon & Nick Pratz.

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

EARTHWORM JIM

Mega Drive

game type: PLATFORM
1 PLAYER

Ace programmer David Perry has released the first game through his own company, Shiny Entertainment. The game is based on a worm called Jim (no!) who discovers a suit which gives him the ability to run, jump, fire a gun, power himself as a rotor blade and more besides!

Earthworm Jim is an off-beat, original game. Each level features beautifully drawn graphics with over 50 detailed scrolling backgrounds. The characters are superbly animated and very agile. Jim is possibly the most versatile character seen to date in a video game (how many characters pull their head off to use as a whip?). Leave him standing for a while and you're treated to comedy routines ranging from him accidentally shooting himself to his eyes popping out after his trousers have fallen down!

Earthworm Jim is a tough game, but a definite winner. Watch out for Jimbo, he's set to become a Mega Drive mega-star! - DG

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS: 94
SOUND: 92
PLAYABILITY: 92

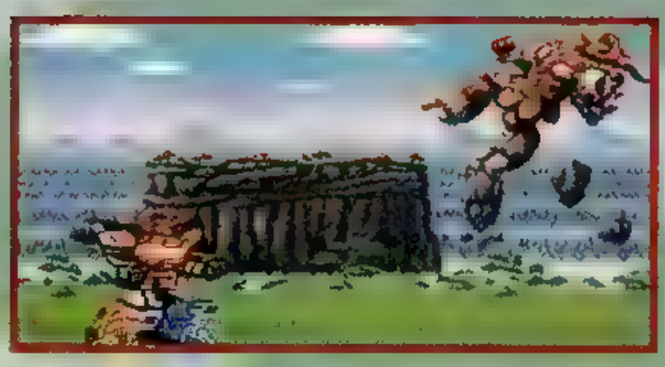
RAVES: Mad-cap platformer with stacks of innovative ideas.
GRAVES: A tough game to crack.

OVERALL: 94%

POWER RANGERS

Mega Drive

game type: BEAT 'EM-UP
1-2 PLAYERS



A game that began life as a TV show, the **Power Rangers** are a group of hip schoolchildren, well versed in martial arts, who band together to take on the evil Rita Repulsa in her bid to capture the planet. Fortunately for the Rangers, they have special powers, including the ability to come together to form the mighty Megazord. All of this helps as Rita's evil henchmen increase in strength.

Given the plot, it comes as no surprise that on the Mega Drive format **Power Rangers** is a beat 'em-up. Individual Rangers, or the united Megazord work their way through Rita's goon squad. Alternately, you can opt for the two-player mode and take on your friends, choosing from the 12 fighters on offer.

Whilst **Power Rangers** is a pretty standard beat 'em-up fare with no real twists on the format, it basically only uses the pad and two buttons to operate. This makes it a pretty good introduction to the beat 'em-up for younger players or beginners. That said, it can be a bit of a struggle to successfully pull off the special moves available.

On the down side, **Power Rangers** doesn't have much else to offer. The entire package amounts to a pretty average game, with average sound and graphics. However, if you like the TV show, all the important elements are present here, including an early battle to bring the straying green Ranger back on side. - NP

FAST FAX

PUBLISHER: SEGA
PRICE: £39.99

GRAPHICS: 60
SOUND: 58
PLAYABILITY: 63

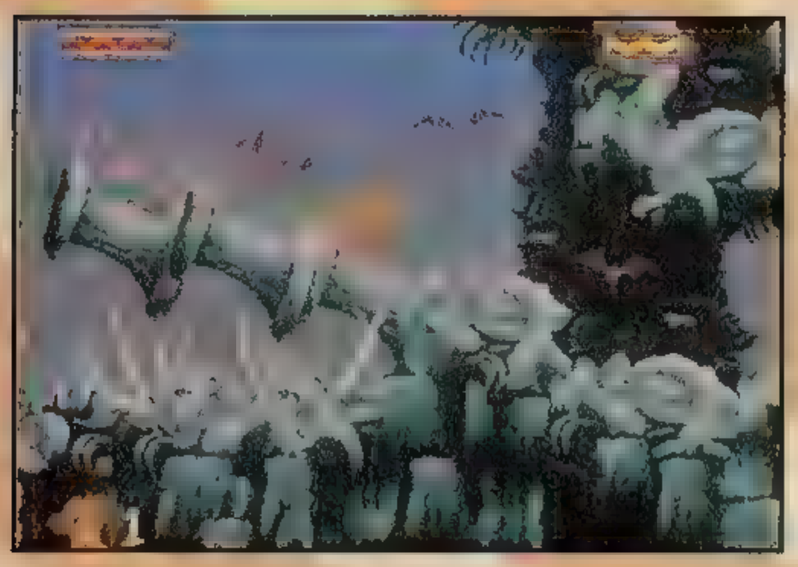
RAVES: Good introduction to the format.
GRAVES: Too basic

OVERALL: 59%

THE LION KING

MD Mega Drive

game type: PLATFORM
1 PLAYER

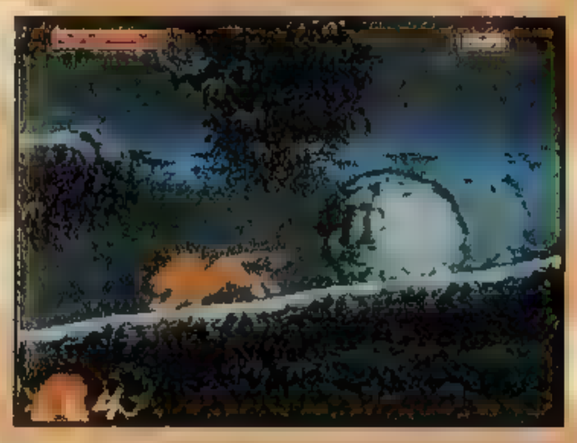


Based on this year's hit film, **The Lion King** is the story of Simba and his transition from lion cub to lion prince. Each level of the game represents a stage in his journey through life. This includes his exile in the wilderness to his eventual confrontation with his evil uncle Scar, to prove which of them is worthy to rule the Pridelands.

As in *Aladdin* and *Jungle Book*, the animation here is superb, with incredible attention to detail resulting in remarkably fluid gameplay. **The Lion King** is the most impressive so far, both in its look and in the effective transfer of the story to the console format. The Stampede level, where Simba has to contend with bolting wildebeests, captures much of the intensity of the film.

The Lion King packs a lot of extras into the format with challenging puzzles and some really creative friends and foes along the way. Best yet is the novelty feature of seeing Simba actually develop from cub to full-grown lion as the game proceeds. The moves start off basic with Simba pouncing on enemies, but later being able to slash and maul as an adult. He can also use his roar to combat enemies, which is increasingly effective as he grows older.

Overall, **The Lion King** is a highly satisfying game with a great soundtrack that includes samples from the original score. It's a game which is both a joy to look at and fun to play. - JF



FAST FAX

PUBLISHER	PRICE
DISNEY/VIRGIN	£34.99

GRAPHICS 90

SOUND 88

PLAYABILITY 38

RAVES: Great all-round value.

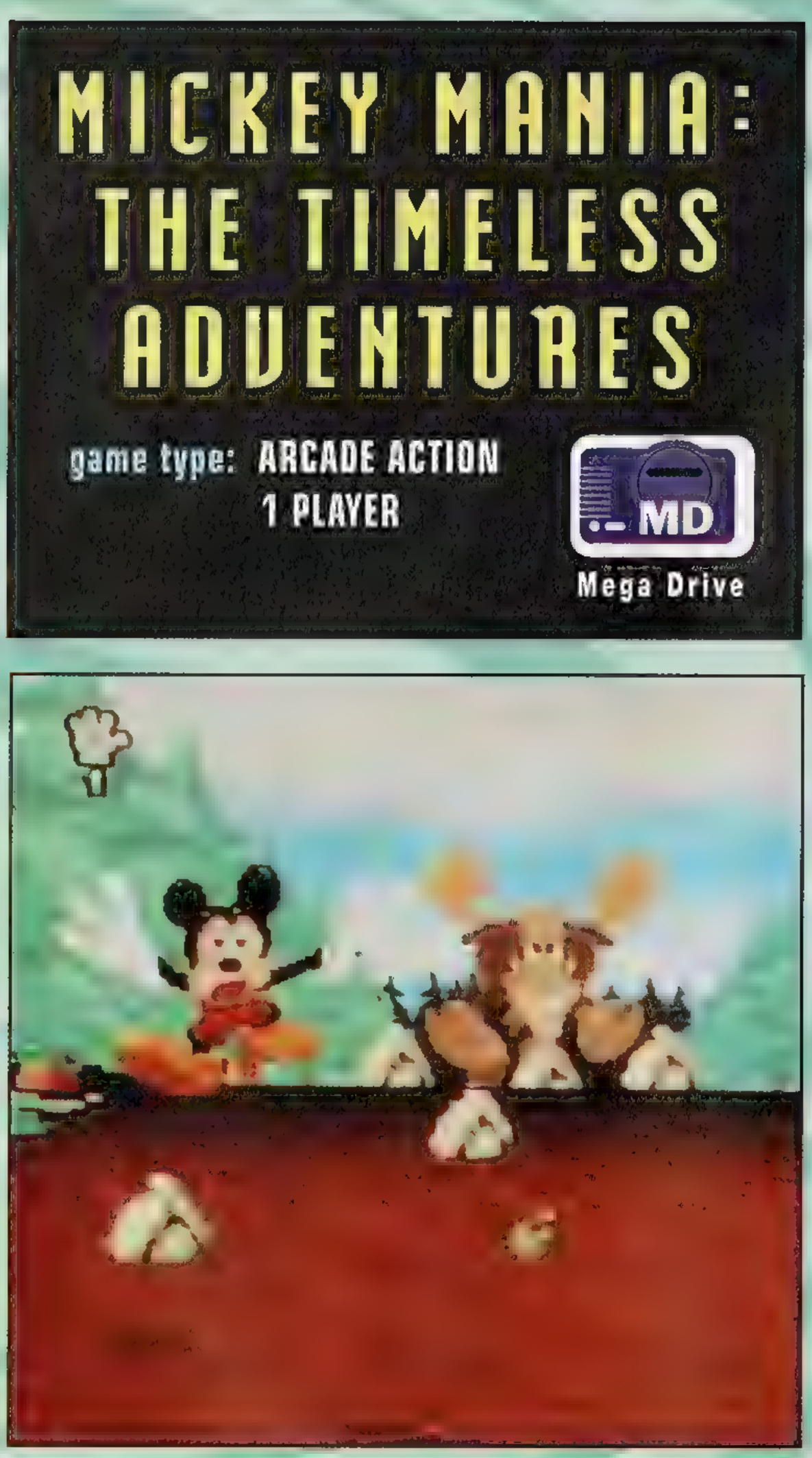
GRAVES: Hard to think of any.

OVERALL 90%

MICKEY MANIA: THE TIMELESS ADVENTURES

game type: ARCADE ACTION
1 PLAYER

MD
Mega Drive

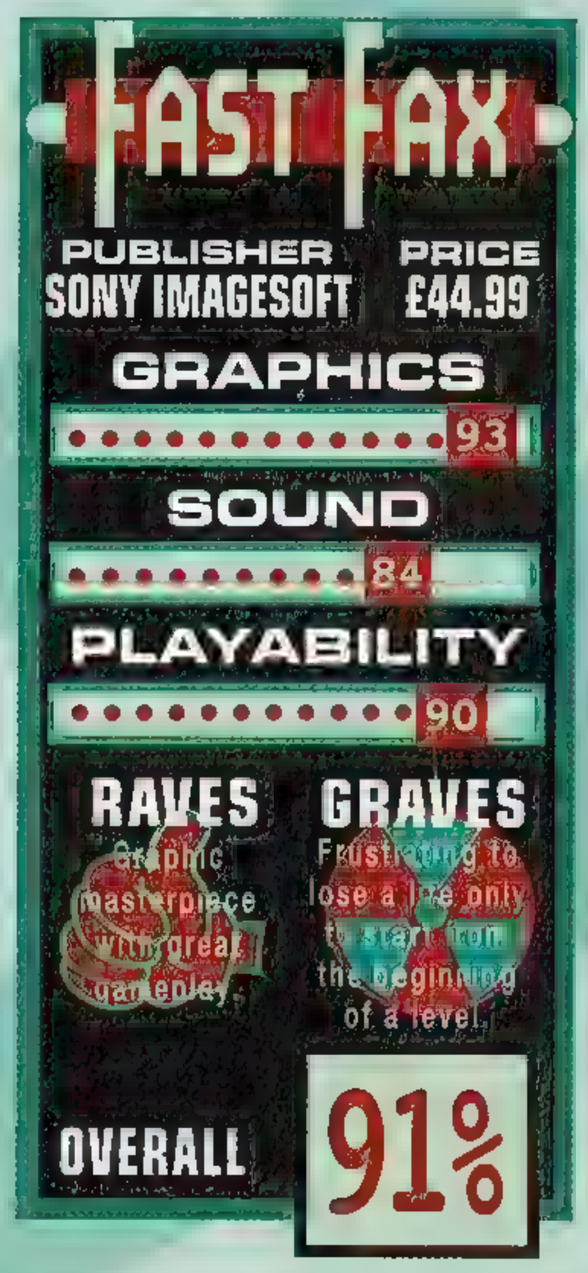


The most famous of all Disney characters, Mickey Mouse celebrated his 65th birthday last year. As a tribute, Sony decided to produce a video game based on Mickey's history. Although it has taken over a year to develop, the final product is outstanding.

Mickey Mania: The Timeless Adventures is divided into six animation shorts, each representing a major event in Mickey's career; his first appearance, first speaking role and the advent of Mickey in colour. Played over a total of 25 levels, the attention to detail is very impressive. For example, the first level is based on Mickey's first cartoon, 'Steamboat Willie,' authentically played in black and white, appearing like it's real counterpart which was made in 1928.

Gameplay is simple enough for the very young, yet still provides a challenge for the most experienced gamer. In addition to the usual left-to-right platform action where Mickey throws marbles or jumps on baddies' heads, two 'new' game engines are included. One has Mickey walking around a 360 degree rotating tower, while the other is an innovative 'coming-at-you' 3D stage in which Mickey is chased by a moose along fast-moving ground. Both add that special 'jaw-dropping' factor to the game.

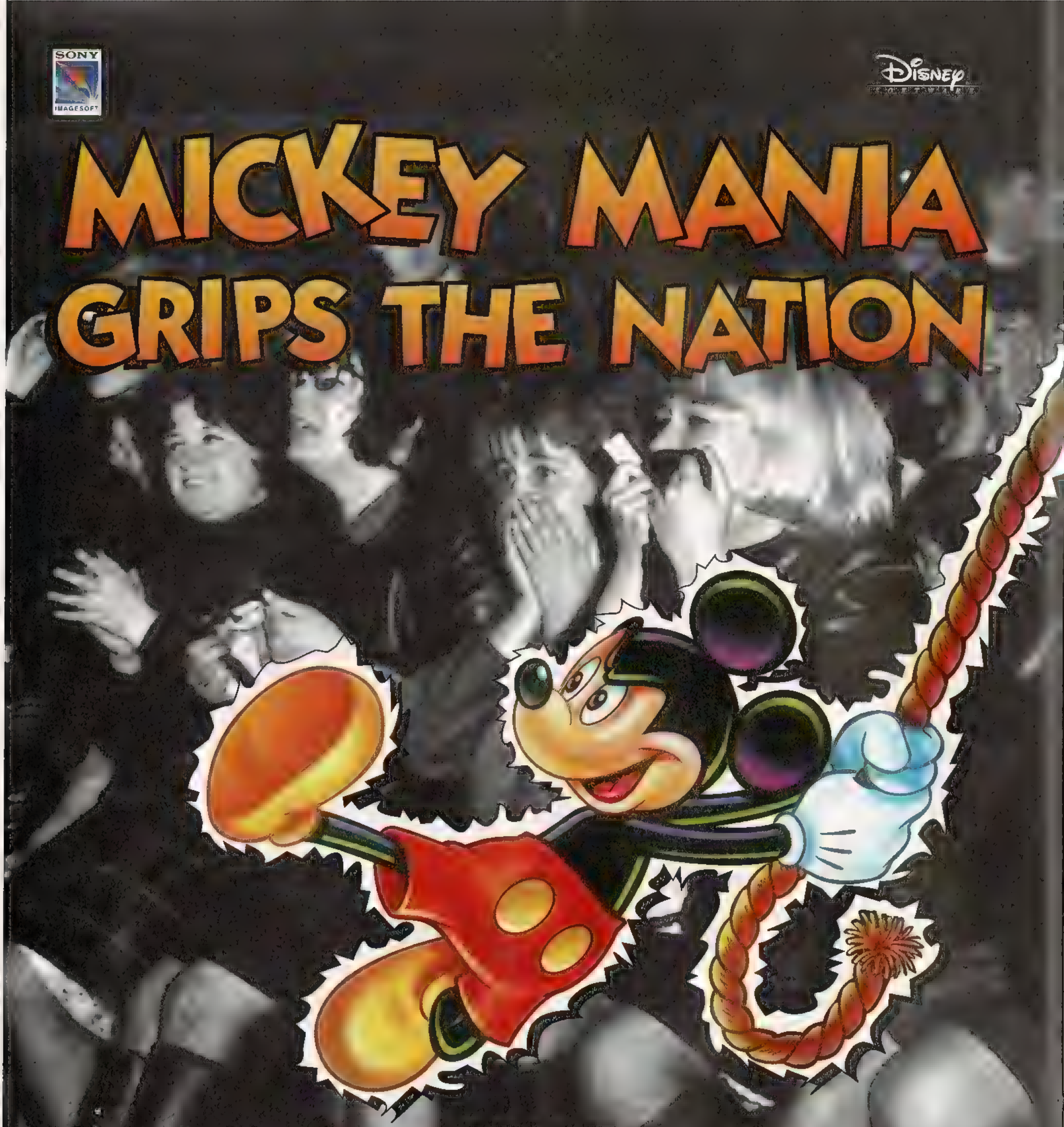
Graphically, **Mickey Mania** is on a par with *Aladdin* and *Jungle Book*. Every one from Mickey and Pluto (who assists Mickey through the later levels) to the way the baddies move is totally flawless and comparable to a Walt Disney feature film. Praise indeed! - DG.



SONY IMAGESOFT

Disney

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

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NIGHT IN THE CITY.

POLICE DEPARTMENT

FIFTEEN TO ONE...?

WITH THESE KINDA ODDS HOW CAN YOU LOSE?

SOUNDS GOOD TO ME!

HOW ABOUT YOU, **FEROCCIO**? DO YOU WANT A PIECE OF THIS?

UH, DAN...

NOT FEROCCIO. HE ISN'T, Y'KNOW, 'ONE OF THE GUYS'...

OH...

STREETS OF RAGE

THE ONLY GAME IN TOWN

PART 2

Script Nigel Kitching
Art Peter Richardson Lettering Tom Frame

MAX, AXEL, BLAZE AND SKATES HAVE BEEN AMBUSHED...

C'MERE, DECOY. YOU'VE DONE YOUR JOB!

SKATES... I COULDN'T HELP IT. THEY **MADE** ME!

SAVE IT, JULIO!

DAMN! THEY'RE TAKING OUR BATTLE WAGON!

DON'T WORRY 'BOUT THE VAN, BABY. YOU NOT GON' **NEED IT** NO MORE!

I'VE **HAD IT** WITH THIS! I AIN'T WAITIN' NO MORE! I'LL **FINISH** 'EM!

HE'S MINE... GIVE ME SOME ROOM!

YOU GOT IT, BLAZE!

UNGGH!

Y'KNOW, I COULD EASILY SNAP YOUR VERTEBRAE IF I WANTED TO...

KRKK!

NHKK!

OR I COULD FRACTURE YOUR SKULL.

THUDD!

BUT I WON'T. THIS IS JUST A LITTLE DEMONSTRATION FOR YOUR FRIENDS...

WITH A BIT OF LUCK IT MIGHT DISCOURAGE SOME OF THEM.

YOU DOPE! THIS ISN'T THE WAY MR X WANTS IT!

THIS MAKES NO SENSE. THEY SHOULD HAVE TORN US APART BY NOW.

THEY'RE PLANNING SOMETHING... AND IT'S NOT GOING TO BE PRETTY!

NOT MUCH WE CAN DO ABOUT IT...TOO MANY OF THEM!

WE CAN DO SOMETHING ALL RIGHT, MAX. WE CAN ATTACK THEM NOW, GET THEM SO MAD THAT THEY FORGET THEMSELVES...

AT LEAST THEN IT'LL ALL BE OVER QUICKLY.

DON'T GIVE ME THAT MACHO GARBAGE, AXEL! NOBODY'S COMMITTING SUICIDE!

FINE, HAVE IT YOUR OWN WAY... YOU USUALLY DO!

HOLD IT, GUYS...

SOMETHING'S GOIN' ON.

THEY'RE PULLING BACK!

DOES ALL THIS MAKE SENSE TO ANYONE?

ELSEWHERE –

KRAKK!

OKAY, DAN, LET'S TRY AGAIN!

ALL RIGHT, ALL RIGHT... I'LL TELL YOU!

IT'S THOSE COPS... THE ONES WHO QUIT THE FORCE A WHILE BACK.

WHAT ABOUT THEM?

THEY'RE ON FOOT DOWN BY THE EASTERN RIVER, RIGHT IN THE MIDDLE OF GANG TERRITORY...

MR X IS RUNNING A BOOK. HE'S TAKING BETS ON HOW FAR THEY'RE GOING TO GET BEFORE THE GANGS FINISH THEM.

YOU CAN STILL GET GOOD ODDS ON MAX HATCHET MAKING IT FOUR BLOCKS.

YOU WON'T GET AWAY WITH THIS, FEROCCIO!

NO? WHAT WILL YOUR BUDDIES THINK IF YOU TELL THEM YOU WERE BEATEN UP BY AN OLD MAN WITH A DODGY LEG?

SAY, WHAT HAPPENED TO YOU?

I SLIPPED ON A BAR OF SOAP. WHAT'S IT LOOK LIKE?

NEXT ISSUE: TOUGH ON THE STREETS.

GRAPHIC Zone

It's that baubley, bell-ringing time, Boomers! My circuits have been almost snowed under by the flood of festive art sent in by you Boomers. The chosen few will each receive an original, STC badge, not seen since issue 2!

A Christmas Tail

Mark Lee, Bridgwater, Somerset. MD, MCD & MM owner. Sonic Badge Winner.

Martin Richmond, Armthorpe, Nr Doncaster. MD owner. Sonic Badge Winner.

Come slide with me ...

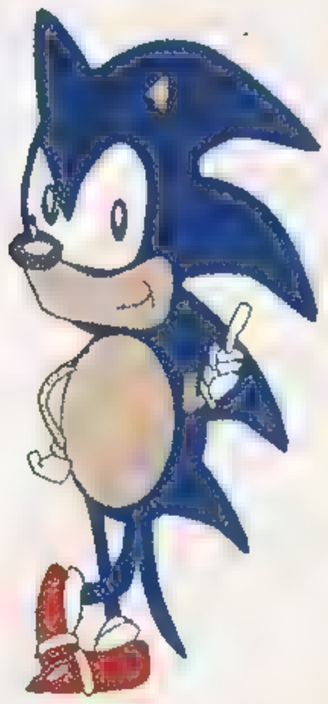
Ian Bowen, Shropshire. Sonic Badge Winner.

Sleigh aw-a-a-a-y ...

Emmet Folens, Killiney, Rep of Ireland. MD owner. Sonic Badge Winner.

Sonic's swag bag ...

Thomas Brian Whitehead, Livingston, W. Lothian. MD owner. Sonic Badge



Only good Boomers get a pressie ...

WIN A VIP DAY OUT IN LIVERPOOL!

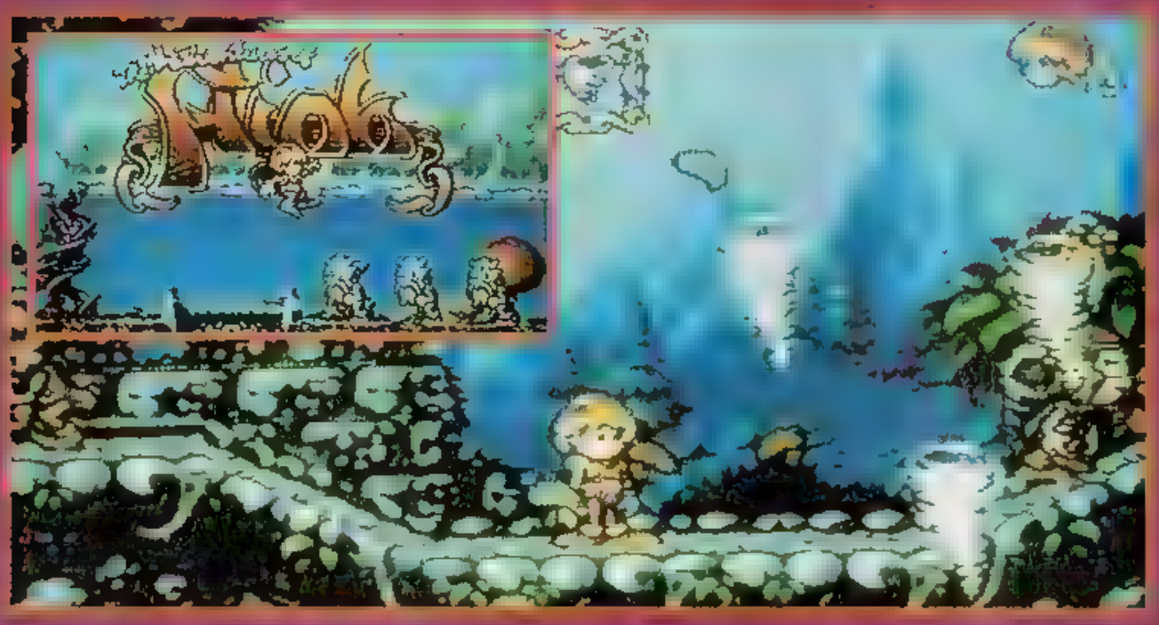
VISIT TOP SOFTWARE HOUSE SONY PSYGNOSIS!
MEET THE MAKERS OF THE GREAT NEW GAME FLINK!
FIND OUT HOW GAMES ARE MADE!

PLUS

FLINK GAMES AND POSTERS TO BE WON!

Come on Boomers, enter one of the best STC compos yet! World famous software house Sony Psygnosis want you and a friend (or parent if you insist) to be their guest at their headquarters in Liverpool. You'll spend a megabulous day seeing exactly how games are made, meeting the makers of that great new adventure game **Flink**, playing more games than you thought possible and getting a sneak preview of some hot new titles that haven't hit the shelves yet!

Sony Psygnosis will arrange for your travel to Liverpool, give you lunch, refreshments, a goody bag, a special copy of **Flink** for the Mega Drive, and loads more besides. This is the trip every gamer dreams about!



How to Win a Flink Game

Even if you don't win the big prize, there are still five copies of **Flink** for the Mega Drive to be won!

How to Win a Flink Poster

Missed out on the trip and the games? Don't worry, Sony Psygnosis have 50 copies of the giant-size, glossy, full-colour **Flink** poster to give away!

How to Enter

Easy peasy, just answer the three questions on this page. Write your answers neatly on a postcard or sealed down empty envelope. Include your name, address and age, then post your entry to the following address:

SONY PSYGNOSIS COMPO
SONIC THE COMIC
25-31 TAVISTOCK PLACE
LONDON WC1H 9SU

Entries to arrive by the closing date of Friday, 20th January 1995.

THE AMAZING WORLD OF FLINK

Flink is the great new game from Sony Psygnosis for the Sega Mega Drive. Set in a magical world of sorcerers' apprentices, ghostly clouds, trolls and sprites, it's up to you, as Flink, to save the land by tackling the evil Wizard Wainwright and rescuing the five captured leaders who have been imprisoned in magic crystals.

THE QUESTIONS

1. Who does Flink have to tackle to save his land? (Hint: the answer is somewhere on this page!)

2. Psygnosis has produced many top-selling games over the years. Can you name one of them (any format)?.

3. Name the famous river that flows through Liverpool?

RULES & REGS

This competition is open to all readers of ***Sonic The Comic***, except for those that have any connection with Sony Psygnosis, Marketing In Action Ltd., Fleetway Editions Ltd., its printers or suppliers. The first prize will be awarded to the first correct entry drawn after the closing date, 20.1.95. Other prizes will be awarded to subsequent correct entries. The first prize winner will be notified by post and the full winners' list printed in a future issue of ***Sonic The Comic***. The editor's decision is final and no correspondence will be entered into.

Tails

SPECIAL COMPLETE STORY

Hero of Mobius

Script: Nigel Kitching
Art: Carl Flint
Lettering: Ellie de Ville

SONIC THE HEDGEHOG'S FAVOURITE HOBBY IS SMASHING BADNIKS.

FOLLOWED CLOSELY BY TALKING ABOUT SMASHING BADNIKS.

P. BEAKY'S

COMING SOON!

KAPOW! MAN, THAT RHINOBOT NEVER KNEW WHAT HIT HIM!

I'VE GOT TO ADMIT, YOU WERE PRETTY HOT THAT DAY, SONIC!

YOU WERE WONDERFUL... ⸗SIGH⸗

THE REST OF YOU DID PRETTY GOOD TOO! HEY TAILS, LI'L BUDDY, WHAT'S UP?

WELL, SONIC... YOU PROBABLY DIDN'T EVEN NOTICE I WASN'T WITH YOU ON THAT PARTICULAR ADVENTURE...

OH YEAH, THAT'S RIGHT!

THAT WAS WHEN YOU PULLED ONE OF YOUR FAMOUS VANISHING ACTS ON US!

IT WASN'T THAT I WAS AFRAID, SONIC! IT WAS JUST THAT... THAT. WELL, IT JUST WASN'T THE RIGHT SORT OF DAY!

SO WHAT SORT OF DAY WAS IT?

NEVER MIND. I... I THINK I NEED SOME FRESH AIR...

THAT WAS *MEAN*, SONIC. TAILS IS ONLY A KID!

PIXEL BRAIN KNOWS I'M ONLY PULLING HIS LEG. NOW WHERE WAS I?

YOU'D JUST SMASHED THE RHINOBOT...

OH YEAH!

I CAN'T BLAME SONIC FOR LAUGHING AT ME... IT'S JUST WHAT I *DESERVE!*

I SHOULD NEVER HAVE WRITTEN THOSE LETTERS TO MY FAMILY BACK IN THE NAMELESS ZONE.* I NEVER REALLY MEANT TO SAY THAT I WAS THE HERO OF MOBIUS.

* SEE TAILS' OWN ADVENTURES, STC 16-20, 28-31.

I JUST WANTED MY FAMILY TO BE PROUD OF ME.

BOY, IF SONIC EVER FINDS OUT I TOLD PEOPLE HE WAS *MY* SIDEKICK...

I SUPPOSE I SHOULDN'T HAVE BEEN SURPRISED WHEN A PORTAL FROM MY HOME ZONE APPEARED...

"...BUT I WAS!"

MILES PROWER, WE HAVE COME FOR YOU!

"THE NEXT THING YOU KNOW I'M FIGHTING THE MONSTROUS TROGG.

"IT WAS UP TO ME TO STOP HIM AND HIS BERSERKER ARMY FROM INVADING THE NAMELESS ZONE ACROSS THE MAGICAL DIMENSION BRIDGE.

"I WON, BUT IT WAS A TOTAL FLUKE.

"NOW EVERY TIME MY PEOPLE NEED A HERO THEY SEND THE PORTAL FOR ME."

HEY TAILS, WE JUST LEARNED THAT THERE'S A BUILD-UP OF BADNIKS IN THE HILL TOP ZONE! WE COULD USE YOUR HELP!

DO YOU WANT TO COME ALONG?

YOU BET I DO, JOHNNY!

THAT'S GREAT! BUT YOU'D BETTER HURRY, WE LEAVE IN FIVE MINUTES!

MILES PROWER, WE HAVE COME FOR YOU!

OH NO, NOT NOW!

I... I REALLY CAN'T COME, NOT JUST AT THE MOMENT...

MILES, THE NAMELESS ZONE NEEDS ITS CHAMPION... NOW!

BUT I'M NEEDED HERE. I CAN'T... I MEAN...

TEN MINUTES LATER.

I JUST DON'T GET IT, SONIC, TAILS SEEMED REALLY KEEN!

KEEN TO HIDE BEHIND A ROCK SOMEWHERE, YOU MEAN! TOLD YOU HE HAD A PIXEL LOOSE!

WELL, WE CAN'T WAIT ANY LONGER, WE'LL JUST HAVE TO TELL TAILS ALL ABOUT IT WHEN WE GET BACK-- AS USUAL!

WHERE HAS TAILS GONE? KEEP WATCHING STC FOR HIS NEW ADVENTURES!

DR. ROBOTNIK'S ZOMBOTRONIC XMAS TREE

MERRY CHRISTMAS BOOMERS! FROM S.T.C.

ART: MIKE HADLEY

BOOMER BOGGLER!

Here's a mind boggler for you Boomers to mull over during those quiet festive moments! This special mega wordsearch challenges you to find the 15 words listed below. As you can see from the list shown, each word is in some way related to Sega or it's games.

WORDS TO FIND

ALADDIN
BUBSY
ECCO
ELECTRONIC ARTS
FIFA SOCCER
GAME GEAR
LION KING
MARKO
MEGA CD
MEGA DRIVE
SATURN
SEGA
SONIC THE COMIC
THUNDERHAWK
VIRTUA RACING

B	F	S	O	N	I	C	T	H	E	C	O	M	I	C	G	K	N	G	J
O	R	E	C	L	I	U	H	Y	Y	J	J	T	R	E	E	I	A	L	O
B	K	G	C	K	U	H	U	K	E	C	A	M	N	F	E	M	Y	Z	M
U	K	O	E	J	N	F	N	K	J	P	W	J	S	V	E	D	I	W	M
B	O	N	D	R	D	S	D	N	F	E	W	S	E	G	L	W	U	S	E
S	R	B	N	M	J	H	E	K	Y	F	B	X	E	L	E	I	K	G	F
Y	K	R	V	I	K	O	R	L	O	M	W	A	L	R	J	S	H	G	A
F	B	D	C	C	L	J	H	K	I	M	R	M	E	J	A	U	E	K	D
A	G	K	L	R	J	K	A	M	H	V	E	P	R	V	H	W	A	Z	R
N	N	L	K	O	L	O	W	L	K	B	D	G	L	S	C	A	Q	N	I
X	I	N	H	M	A	R	K	O	K	N	N	S	A	R	W	Q	I	J	V
Q	C	H	R	A	W	Y	H	B	D	I	J	T	C	C	F	D	J	U	E
Z	A	K	J	C	J	U	D	O	K	X	U	J	B	T	D	L	K	O	P
N	R	J	U	H	E	C	G	N	K	R	K	M	E	A	L	N	W	T	S
V	A	K	U	I	N	G	O	G	N	K	I	O	L	N	R	T	G	C	D
N	U	G	J	N	F	I	K	W	E	C	F	A	H	N	K	E	M	W	A
N	T	G	E	E	L	E	C	T	R	O	N	I	C	A	R	T	S	B	E
B	R	S	E	S	H	M	R	K	D	J	A	L	F	O	A	I	Z	Q	A
B	I	L	E	J	X	G	Q	A	M	E	T	J	G	I	S	B	Y	P	I
X	V	N	L	R	H	C	G	F	I	F	A	S	O	C	C	E	R	N	H

KNUCKLES

CARNIVAL NIGHT CONSPIRACY PART 2

Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

KNUCKLES HAS AGREED TO LET THE CARNIVAL NIGHT ZONE REMAIN ON HIS FLOATING ISLAND. IN RETURN THE MARXIO BROTHERS GIVE HIM A CUT OF THE PROFITS.

SO, KNUCKLES... WHAT DO YOU THINK OF YOUR OFFICE?

HEY! HE'S-A GOTTA TEEVEE!

MARKETING CONSULTANT

IN JUST A FEW HOURS WE'LL BE OPEN TO THE PUBLIC, THEN YOU CAN SIT BACK AND WATCH THE MONEY ROLL IN!

LOOK, GROUCHO... I ONLY AGREED TO THIS SO I COULD AFFORD TO RENOVATE THE OLDER PARTS OF MY FLOATING ISLAND.

SO, I DON'T SEE WHY I NEED AN *OFFICE!*

HEY, HARPO. YOU WANNA WATCH TEEVEE?

PARP! PARP!

WHAT'S THE BIG IDEA, CHICIO? DO I PAY YOU TO WATCH TV?

HUH! YOU DON'T-A PAY ME TO DO NOTHIN'!

I KNOW, IT'S A SHAME 'COS YOU DO IT SO WELL!

LATER...

KNUCKLES IS SUCH A *SAP!* WE'LL JUST WAIT TILL HIS GUARD IS DOWN, THEN IT'S GOODNIGHT ECHIDNA!

THERE'S-A NO PLACE LIKE THE CARNIVAL NIGHT-A ZONE, THERE'S-A NO...

CHICIO, WHAT'S WITH THE MUSICAL OUTBURST?

TRYING TO KILL-A LITTLE TIME, BOSS

WELL, YOU SURE HAVE THE RIGHT WEAPON! THAT WAS MURDER!

NOW WHAT!

BZZZ... BZZZ...

BADNIK PATROL, SIR. KNUCKLES IS LEAVING THE ZONE!

MAMA MIA! DOCTOR ROBOTNIK WILL BE-A-REAL MAD! MY MOMMA ALWAYS A-SAY...

CHICIO, YOUR MIND IS WANDERING.. AND THE *LONGER* IT STAYS AWAY THE *BETTER!*

COME ON, WE'VE GOT TO STOP KNUCKLES!

AND SO...

THERE HE IS!

NOT THEM AGAIN!

YOU ARE LEAVING THE CARNIVAL NIGHT ZONE. WE HOPE YOU ENJOYED YOUR VISIT.

EXIT

I JUST GAVE YOU A SWELL OFFICE ALL TO YOURSELF.

YOU REPAY ME BY TRYING TO LEAVE! SUCH POOR MANNERS!

I MAY HAVE SAID THAT *YOU* CAN STAY ON THE FLOATING ISLAND, BUT *ROBOTNIK* STILL HAS HIS *LAUNCH BASE ZONE*.

NOT FOR MUCH *LONGER* HE DOESN'T!

SAY... IF YOU KICK-A ROBOTNIK OUT, WHO'S-A GONNA PAY THE RUNNING COSTS OF THE CARNIVAL NIGHT ZONE?

OOPS!

Zzzz...

GREAT WORK CHICIO, TAKE THE REST OF THE YEAR OFF! AND IF YOU *NEVER* COME BACK I'LL GIVE YOU A *BONUS!*

SO, YOU ARE WORKING FOR ROBOTNIK!

HEY! I FIGURED WHAT YOU DIDN'T KNOW WOULDN'T HURT YOU... WHICH IN YOUR CASE MEANS YOU ARE SAFE FROM PRACTICALLY *EVERYTHING!*

CHICIO, SWITCH TO *COMBAT MODE.*

OKAY, BOSS!

WELL, KNUCKLES... IT LOOKS LIKE WE'LL HAVE TO DEAL WITH YOU IN THE OLD FASHIONED WAY!

CAN I-A HAVE HIS TEEVEE, BOSS?

FWISSHH!

SKROOOM!

UNGHH! IT'LL TAKE MORE THAN THAT *CREEPS!*

STICK AROUND, WE HAVE PLENTY OF TIME.

BRAKK!

THUKK!

KREKK!

HOLD IT! I DON'T SEE ANYTHING MOVING.

GO AND TAKE A LOOK CHICIO. IF WE'RE LUCKY KNUCKLES WON'T BE HURT, THEN HE CAN BEAT *YOU* UP.

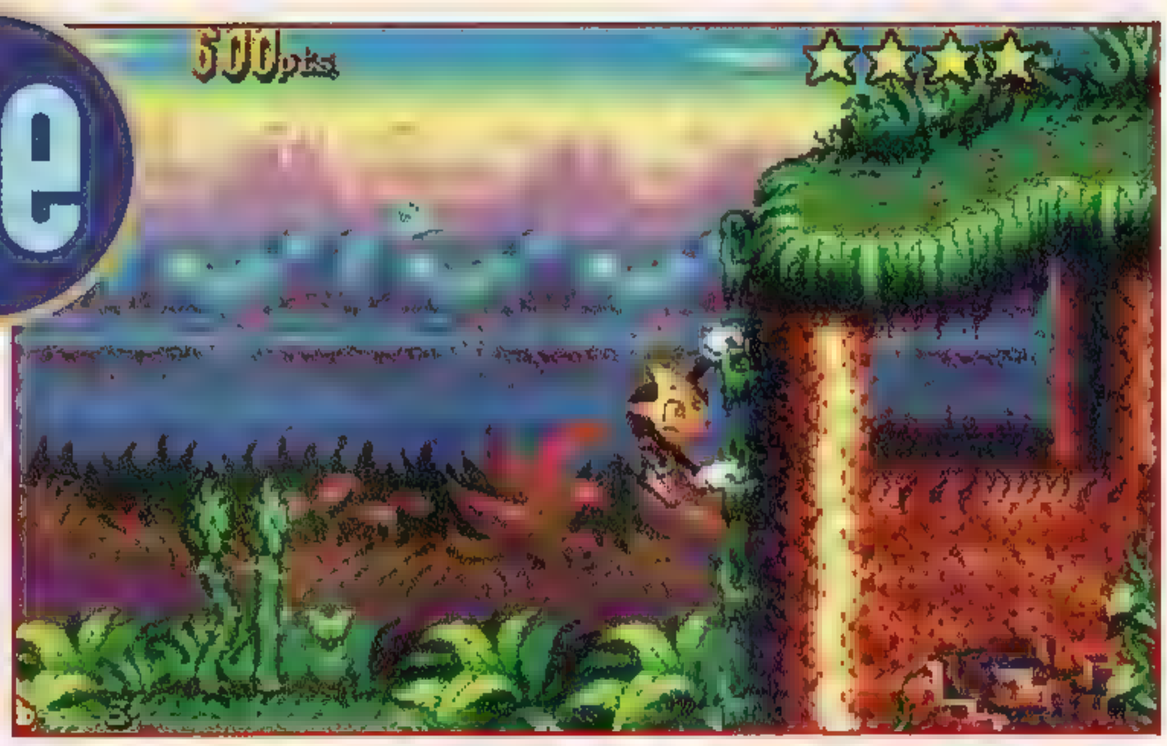
THERE'S -A NO NEED, BOSS...

...IT'S-A ALL OVER FOR KNUCKLES!

NEXT: THE CARNIVAL NIGHT ZONE – OPEN FOR BUSINESS?

NEWS Zone

Newshound: Chris Jones



SEGA ON THE BOX

NEW SERVICE BEAMS GAMES TO HOMES

Currently being tested in the U.S. is the **Sega Channel**, offering American Sega owners the chance to be in at the forefront of the 'infotainment' revolution. **Sega Channel** will hopefully be available to those of us in Europe next Spring ('95) with viewers being able to subscribe via a cable TV service. It is being heralded as a breakthrough in interactive video.

For your monthly fee the channel will provide you with access to a 24-hour Sega TV world. News of upcoming games, gameplay tips, Sega competitions and special promotions will all be available to you. Best of all, subscribers will be given a special adaptor cartridge which plugs into your Mega Drive, thus allowing the viewer to select and download a variety of complete games to play on. It will also be possible to test out certain screens from preview games.

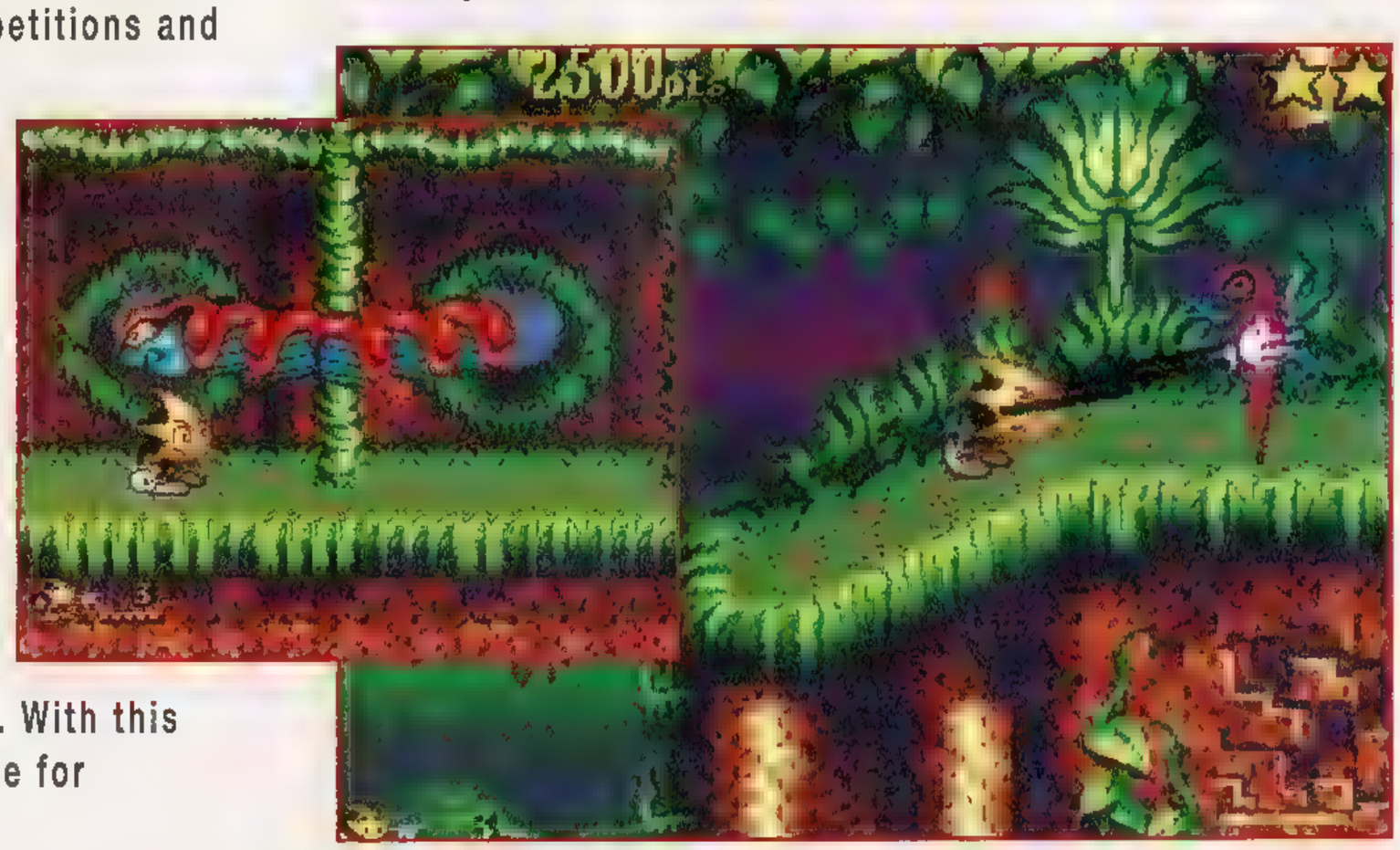
Fifty different titles a month will appear with new ones popping up all the time. All this, plus loads more special **Sega Channel** games not available in the shops will be buzzing onto your Mega Drive. With this much Sega on the box will there ever be time for *Neighbours* again?

BIRTH OF A STAR

A CHALLENGER FOR SONIC?

Watch out Sonic, **Ristar** is coming! Sega are launching a new character in a funky platform game due out at the end of January. Insiders at the company say he will become just as cool and trendy as the infamous blue spiky one (wanna bet? - Megadroid). **Ristar**, the star-headed hero, has to battle his way across many levels to confront the evil tyrant 'Greedy' who has enslaved his planet's people and captured his dad!

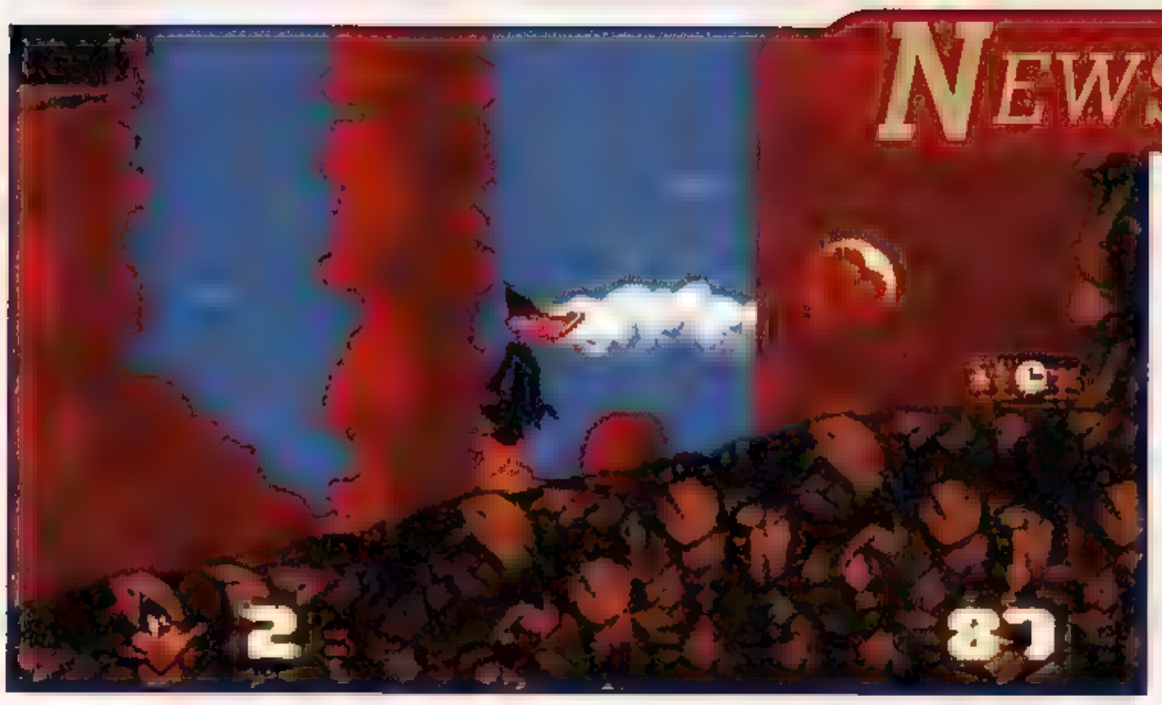
However, with Sonic, Tails and that red-dreaded one Knuckles to compete with, **Ristar** had better have some good moves and great action to throw our way.



DAFFY DOES TINSELTOWN

LOONEY TIMES AHEAD FOR HOLLYWOOD

Sega's **Daffy Duck in Hollywood** is a mid-January release that has Daffy as a super-hero/private investigator who is hired by that other rootin' tootin' Warner Brothers character, Yosemite Sam. In the game, Yosemite Sam is a Hollywood movie director who has had



his 12 Golden Cartoon World Movie Awards stolen by the Mad Professor Duckbrain.

Sam can either pay the ransom or get Daffy to investigate. In true super-hero fashion, Daffy calls upon his powers to save the day. Each level is set against the backdrop of a Hollywood movie that spoofs a real movie. So Daffy, armed with his trusted bubble gun as a weapon, must do battle with the Professor's nasty henchmen. If Daffy cannot re-capture all of the 12 awards Yosemite Sam won't be pleased! Price to be announced later. "Th..Th..Th.. That's all Folks!"

SHORT BURSTS

INTERPLAY FUN

Mega Drive games are back to their silliest with Interplay's fun new releases. If you thought *Boogerman*, the hilarious pick-and-flick platform game (out just before Christmas) was just everyday clean, gross, fun then stand by for **Clayfighter.**

Clayfighter is a wacky combat action game for one or two players. It is packed with crazy characters who are all ready to fight you until your clay body is splattered off the screen. Watch out for 'Blue Suede Goo' an Elvis impersonator whose greasy quiff is his greatest weapon, or 'Bad Mr Frosty' the snowman who lobs lethal snowballs at you.

The game is extremely funny as well as challenging. So get out that Plasticine and Play-Doh and join the **Clayfighter** club.

TO THE POWER OF III

Holy sequel! **Road Rash III** is about to hit the streets. The Electronic Arts game is set to cost Mega Drive owners £44.99 for the chance to own a vastly improved sequel. Using sprites transferred over from a 3DO version, **ROAD RASH III** is going international with races and rashing (i.e.

making the other riders chew concrete) taking place on Kenyan dirt tracks and Japanese highways.

The same fast and vicious all out lawless action takes place, but now you can be twice as mean. You can steal an opponents bike after you've knocked him off and you can even snitch to the cops to eliminate a tricky foe. The same ace two-player head-to-head mode is retained for rashing between friends.

32X: THE GAMES ARE COMING

January 1995 sees some serious software hitting those shelves for Sega's new supercharged add-on, the Mega Drive 32X. Joining the **Doom**, **Virtua Racing Deluxe** and **Star Wars Arcade** titles currently available will be an ace beat 'em-up, **Cosmic Carnage,** and the old arcade shoot 'em-up **AfterBurner.** Both promise 'super real' graphics with **Cosmic Carnage** looking to breathe new life into console fighting games.

DOCTOR ROBOTNIK

SPECIAL COMPLETE STORY

A DAY IN THE LIFE OF ROBOTNIK

Script: Mark Millar
Art: M. Hadley Lettering: Ellie de'Ville

DOCTOR ROBOTNIK FROLICKED AND DANCED AMONG HIS FAVOURITE WILD FLOWERS.

PEACE

SKIP!

IT WAS A PERFECT DAY.

HE MERRILY PLAYED WITH HIS FURRY LITTLE FRIENDS UNTIL HE BECAME QUITE DIZZY AND HAD TO STOP.

HOP!

SKIP!

GOSH, THAT WAS FUN!

HOW ABOUT A HUG FOR YOUR FAVE ECO-FRIENDLY SCIENTIST?

THE WORLD LOVED DOCTOR ROBOTNIK AND IN TURN HIS HEART BLOSSOMED WITH JOY FOR THE WORLD.

THE ANIMALS ALL AGREED THAT HE WAS THE SWEETEST MAN ON THE PLANET MOBIUS.

PEACE

ZZZ

ZZZZ

RAAARGH!

WHAT A NIGHTMARE!

GOOD MORNING, DOCTOR ROBOTNIK!

HOW CAN IT BE GOOD WHEN YOUR UGLY LITTLE FACES PUT ME OFF MY BREAKFAST! GET BACK TO WORK!

WELL, MOTHER ALWAYS TOLD ME TO GO TO WORK ON AN EGG!

SIZE

EGGS SIZE 4

"... BUT ONLY ON EGGS THAT HAVE BEEN PRODUCED INHUMANELY!

SLURP

"INTRODUCING MY ELECTRONIC BATTERY HEN..."

SQUAAARK!

SHADDUP!

A TYPICAL DAY IS SPENT DESIGNING DEADLY TRAPS FOR THE ANIMALS OF MOBIUS.

Sonic.

EXPLODING MINES

SPIKE

SONIC

BOMB

POWER PACK 4-FRONT

2 TONS OF NITRO

NUCLEAR GAS

ATOMIC PEA-SHOOTER

SCRIBBLE!

TRAPS WHICH DESTROY THE PLANET'S GREENERY.

COME, FELLOW BADNIKS!

DOCTOR ROBOTNIK DEMANDS *LIVE BAIT* FOR HIS LATEST EVIL SCHEME!

EEP!

LIVE BAIT TO CATCH THE WORLD'S COOLEST HEDGEHOG!

SSWSHH!

SWISHSH!

LIFE IN THE SCRAP BRAIN ZONE.

GROAN, WHAT'S THE POINT?

SONIC JUST LEAVES US LOOKING LIKE SCRAP METAL!

ZZIP!

YOU ARE COMMANDED TO FIGHT IN THE NAME OF OUR CHUBBY MASTER!

YOU GOT IT, BUCKET HEAD!

NOBODY STANDS A CHANCE AGAINST THE WORLD'S NUMBER ONE HEDGEHOG!

FWOOSH!

UP AND AT 'EM, DUDES!

BOING! KROOM!

HOORAY! YOU DID IT, SONIC! WE'RE FREE.

YUP! SAVED YOUR BACON AGAIN, PORKER!

ROBOTNIK'S DASHED ATTEMPTS TO SET A TRAP FOR SONIC ARE GETTING TO HIM.

HE DID IT AGAIN, YOUR NASTINESS! SONIC FREED THE PRISONERS!

GRRR! TO THE MELTING POTS WITH THOSE USELESS BADNIKS.

KEEP OFF MY GRASS!!!

OR ELSE!

FAILURE RESULTS IN EXTERMINATION UNDER DOCTOR ROBOTNIK'S RULE.

ANY BADNIK WHO FAILS TO STOP SONIC IS MELTED DOWN AND USED TO BUILD A NEW IMPROVED BADNIK.

NEXT!

WSHHH

NEXT!

GLUB!

PRAISE THE COMPASSION OF DOCTOR ROBOTNIK!

AAK!

DOCTOR ROBOTNIK SPENDS HIS LEISURE TIME FESTERING WITH HATRED IN HIS SECRET LAB.

NOT EVEN A RODENT'S LUCK LASTS FOREVER!

ONE DAY YOU'LL SLIP UP AND I'LL BE WAITING!

YES, ONE DAY I'LL TURN YOU INTO THE GREATEST BADNIK OF THEM ALL.

AND WITH THOSE CLOSING WORDS, DOCTOR ROBOTNIK RETIRES FOR BED.

AND UNWINDS WITH A SOPPY BOOK AND A MUG OF STEAMING COCOA.

HOME SWEET HOME

YUM YUM

TRUE TEEN ROMANCE

WHAA-T!

I THOUGHT YOU HAD GONE!

HEART

WHAT IS THIS? COULD THE EVIL DOCTOR HAVE A SOFT SIDE TO HIS CHARACTER?

OH, THE SHAME OF IT! I'LL NEVER LIVE THIS DOWN!

THE END ... BUT DON'T BE FOOLED!

Q Zone

JUNGLE BOOK SPECIAL Part 2

STC's regular game guru David Gibbon brings you the second and final part of this **Jungle Book** Special on the Mega Drive. It's in-depth coverage will ensure swinging success in completing this amazing game.

CHAPTER 5- BALOO AND THE RIVER

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

GEM 1:
Located three platforms above the start.

GEM 2:
Climb about half-way up the level to find the second Gem in a branch. Continue to the top to see the third Gem in the sky. Walk left, to the end, and the fourth Gem can be found hanging in a bush from the sky.

GEM 3:
To collect this Gem, head right and jump across to the next tree.

GEM 4:
Jump right across to the next tree and climb down the vine.

GEM 5:
Climb to the top once again and onto the next tree.

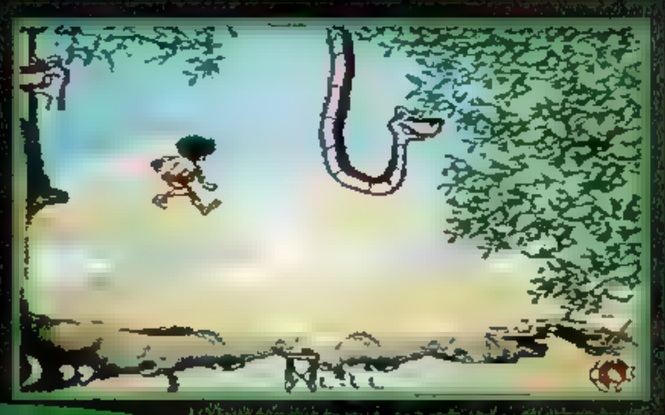
GEM 6:
Climb down the vine.

GEM 7:
Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 8:
Drop down to the next branch.

GEM 9:
Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 10:
Drop down to the next branch.



BAGHEERA:
Bagheera is located at the very bottom-right of the level.

COMPASS:
From the start, head right. This is located on the bottom platform, just above the river.

EXTRA LIFE:
Head to the top from the start. Go right to the third tree along, then search the bushes in the sky for a hidden life.

CHAPTER 6- TREE VILLAGE

OBJECTIVE: FIND 10 GEMS, DESTROY THE WITCH DOCTOR

Once you have the Compass, follow the directions given to collect each Gem. Remember to search inside the huts and the trees to find hidden items. To transport from one hut to another, stand inside and press Up.

COMPASS:
Go right, through the tree and climb the vine.

EXTRA LIFE:
From the start, stand inside the hut and press Up. At the next hut, go left inside the tree to gain an extra life.

THE WITCH DOCTOR
Part 1 - Located at the top-right of the level. When the piled-up Monkey's appear, stand as close to them as possible to help you avoid the fire and repeatedly throw Bananas to destroy them.

Part 2 Stand at the extreme left or right of the screen. When a Monkey appears, fire at him until he retreats. When the ground Monkey fires, jump up to avoid being hit.

CHAPTER 7- ANCIENT RUINS

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Full of collapsing platforms. Hop from one to another and, using the Compass, you should have no problem finding the 10 Gems.

BAGHEERA:
Situated on the ground, near the far left of the level.

COMPASS:
Walk right, jump the gap and you'll see this above Mowgli's head.

CHAPTER 8- FALLING RUINS

OBJECTIVE: FIND 10 GEMS, DESTROY KING LOUIE

A highly dangerous level in which it's very easy to lose a life. Requires perfect timing and accurate jumping. Follow the platforms heading up until you reach the top and King Louie. Don't stand too long on a platform as it may collapse or grow deadly spikes!

COMPASS:
Head right, jumping across three platforms to collect this.

KING LOUIE:
The most difficult boss in the game. When Louie is running, jump over him and stand at the extreme left or right of the screen. If he hangs from the ceiling, prepare for him to fire two Bananas at low level. Jump over them. If he fires from the ground, he'll start with a low shot but the next will be higher; just touch the jump button to miss the first, second and third bananas. The two bowling balls are easy to jump. Continue firing and Louie will eventually disappear.

CHAPTER 9- JUNGLE BY NIGHT

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

A fairly simple level, which is similar to Jungle By Day - but in the dark! Get the Compass and follow its directions to find the Gems.

BAGHEERA:
Located at the very bottom-right side of the level.

COMPASS:
Climb the vine, go left to bounce off a snake to find this.

CHAPTER 10- WASTELANDS

OBJECTIVE: FIND 10 GEMS, DESTROY SHERE KHAN

Watch out for the lethal fire and lightning bolts. Keep on the move, jump the fire and find the Gems with the aid of the Compass.

COMPASS:
Located just past the fire to the right of the starting point.

SHERE KHAN
Fighting this tiger requires some quick thinking! Every time a new pillar rises up, jump onto it. When Khan fires, jump in the air to avoid being hit. Other than that - keep firing!

Hopefully, by now you should have completed **Jungle Book!** If you haven't quite managed it, then keep an eye out in a future Q Zone for a possible cheat!

THE END

1. Once you've collected the 10 Gems needed on each level, it's a good idea to try and find the remaining five. Get these, and you'll get a chance to enter the Bonus round where hundreds of collectables will be yours for the taking.

2. A Compass is a must on each level. These point to the nearest Gem, making life so much easier. The location of each one is shown in the solution.

3. The Witch Doctor Masks add vital seconds of invulnerability to your armour. Try and find these on each level as they come in very handy when you're fighting King Louie and Shere Khan!

4. The Elephants sprinkled around each level, if touched by Mowgli, indicate where you'll start off if you lose a life.

The END

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PART 2

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell

THE NAME'S **MARKO**. I'M JUST AN ORDINARY KID LIVING IN A TOWN CALLED **NORTH STERLINGTON**. I'M NORMAL ENOUGH, BUT THE TOWN'S A BIT **STRANGE**...

RRRR

ARRGH!

THERE'S THIS POLICEMAN WHO FELL INTO SOME **GREEN SLIME** AND TURNED INTO A **MONSTER**!

THE SAME SLIME MADE MY FOOTBALL **MAGIC**! IT SHOULD **VAPOURISE** MONSTERS LIKE NOBODY'S BUSINESS!

BOOT!

AT LEAST IT WOULD IF I WASN'T SO **SCARED** AND COULD SHOOT STRAIGHT!

HELP!

NO PROBLEM THOUGH! MY MAGIC FOOTBALL ALWAYS **RE-APPEARS** BACK AT MY FOOT, WHEREVER I KICK IT!

PING!

RRARR... 'ELLO, 'ELLO, 'ELLO! WOT'S ALL... RRGHH... THIS THEN?

HE'S HALF CHANGING BACK INTO A POLICEMAN!

MUST... CARRY OUT MY DUTIES...! THE SEWER ...THAT'S MY BEAT NOW!

IT WAS AS IF THE SLUDGE HAD PLACED HIM UNDER SOME **STRANGE CONTROL** AND WAS COMMANDING HIM TO GO DOWN INTO THE SEWER!

CALL ME BRAVE, OR PLAIN STUPID (PROBABLY STUPID), BUT I DECIDED TO FOLLOW.

YUK!

FUNNY THING WAG, I HAD THIS FEELING I WAS BEING **WATCHED!**

AN *INTRUDER!* WHY IS THAT *BOY* TRESPASSING BENEATH *MY TOWN!*

LOOKS LIKE HE'S READY FOR A *KICK-ABOUT*, COLONEL BROWN!

HE WILL HAVE TO BE *DEALT* WITH... *AT ONCE!*

DON'T WORRY, COLONEL! THAT SECTION OF THE SEWER HAS ALREADY BEEN EXPOSED TO THE *GREEN SLUDGE...*

THERE ARE THINGS LURKING BELOW THAT EVEN EVIL PEOPLE LIKE US WOULD FEAR!

JOLLY GOOD SHOW, MY EVIL SCIENTIFIC GENIUS! HEH, HEH, HEH!

SOMETHING *BAD'S* GOING DOWN IN THIS TOWN! GOTTA FIND OUT *WHAT!*

♪ A POLICEMAN'S LIFE IS NOT A HAPPY ONE...RRGHH... ♪

EEYIKES!

IF THERE'S ONE THING I HATE IN THIS WORLD (NOT COUNTING SCHOOL, DENTISTS AND MAM'S LUMPY GRAVY) - IT'S *SPIDERS!*

EAT *MAGIC FOOTBALL,* YOU NASTY CREEPY CRAWLIES!

KUNBOOT!

KABLAM

THAT'S IT - I'M OFF!

SPLISH!

SPLASH!

SPLOSH!

HANG ON, THIS ISN'T THE WAY I CAME!

I'M LOST! AND I'M BEING EYEBALLED BY RATS!

RATS DON'T USUALLY GROWL... DO THEY?

GRROARR!

GRROARR!

OH, THEY'RE ONLY DINOSAURS!

WHAT AM I SAYING?

I KNEW NORTH STERLINGTON WAS AN OLD-FASHIONED TOWN, BUT THIS WAS RIDICULOUS!

NEXT ISSUE: ENTER CAPTAIN SMIRK!

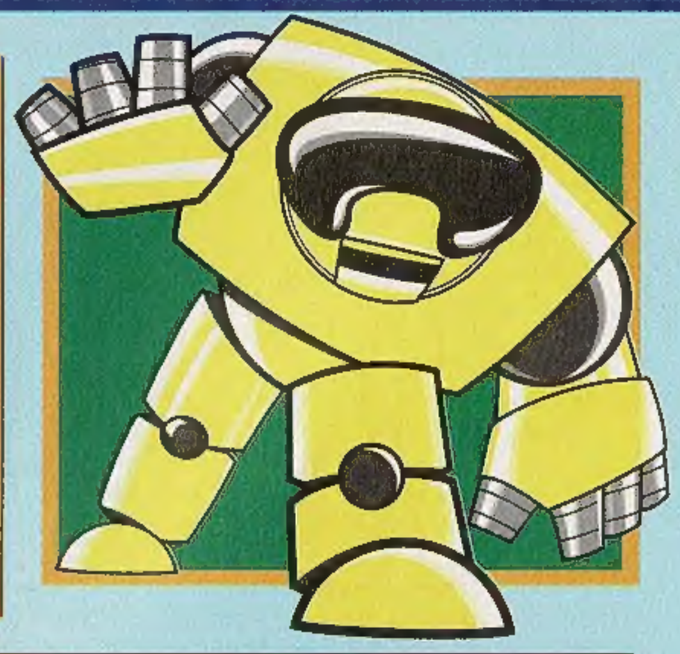
SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Brush Off

Dear *STC*,

Why does Doctor Robotnik never shave off his moustache?

Janade Qureshi, Clywyd, N. Wales.
MS owner.
Sonic Water Fun Game Winner.

It's probably so that it irritates everyone when he kisses them, Janade. Now that's a thought ...

Kevin Bowen, Shropshire.
MD owner.
Sonic Water Fun Game Winner.

Whole Lotta Knuckles

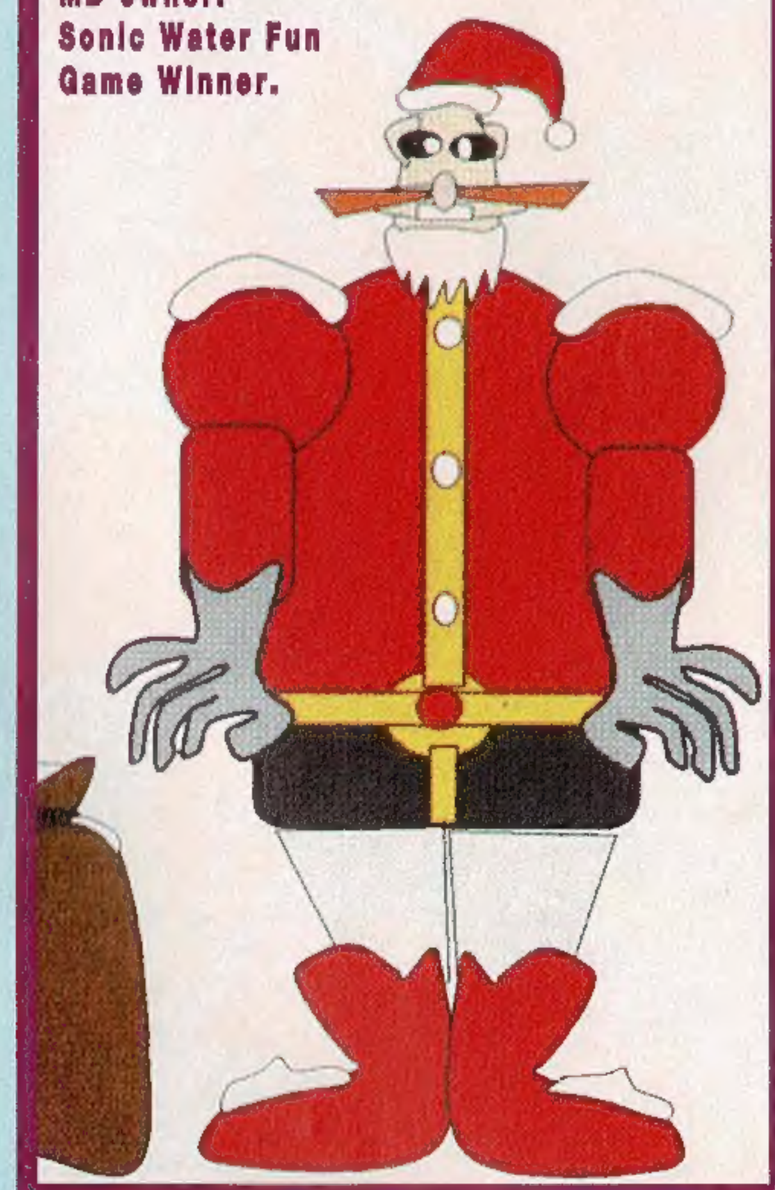
Dear Megadroid,

Please can you tell me whether *STC* will be doing a **Sonic & Knuckles** Special Q Zone featuring level cheats and tips?

Frankie Pitts, London. MD owner.
Please send in full address.
Sonic Water Fun Game Winner.

*Fear not Frankie, your queries will be laid to rest in the next issue. In fact you'll also be able to get game guru David Gibbon's opinion on **Sonic & Knuckles** in STC 42's Review Zone.*

Thomas Whitehead, Livingston, Scotland.
MD owner.
Sonic Water Fun Game Winner.



Well 'Ard

Dear *STC*,

What has happened to Sonic's pals, Johnny Lightfoot and Porker Lewis? They used to look so cute and cuddly, but now they both wear biker jackets and look like punks!

Michael Walker, Farnborough.
MD owner.
Sonic Water Fun Game Winner.

Micky, are you suggesting that no self-respecting 'Freedom Fighter' should be seen without an (gulp!) anorak?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

BLAST OFF!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 42 OF STC?

☐ %

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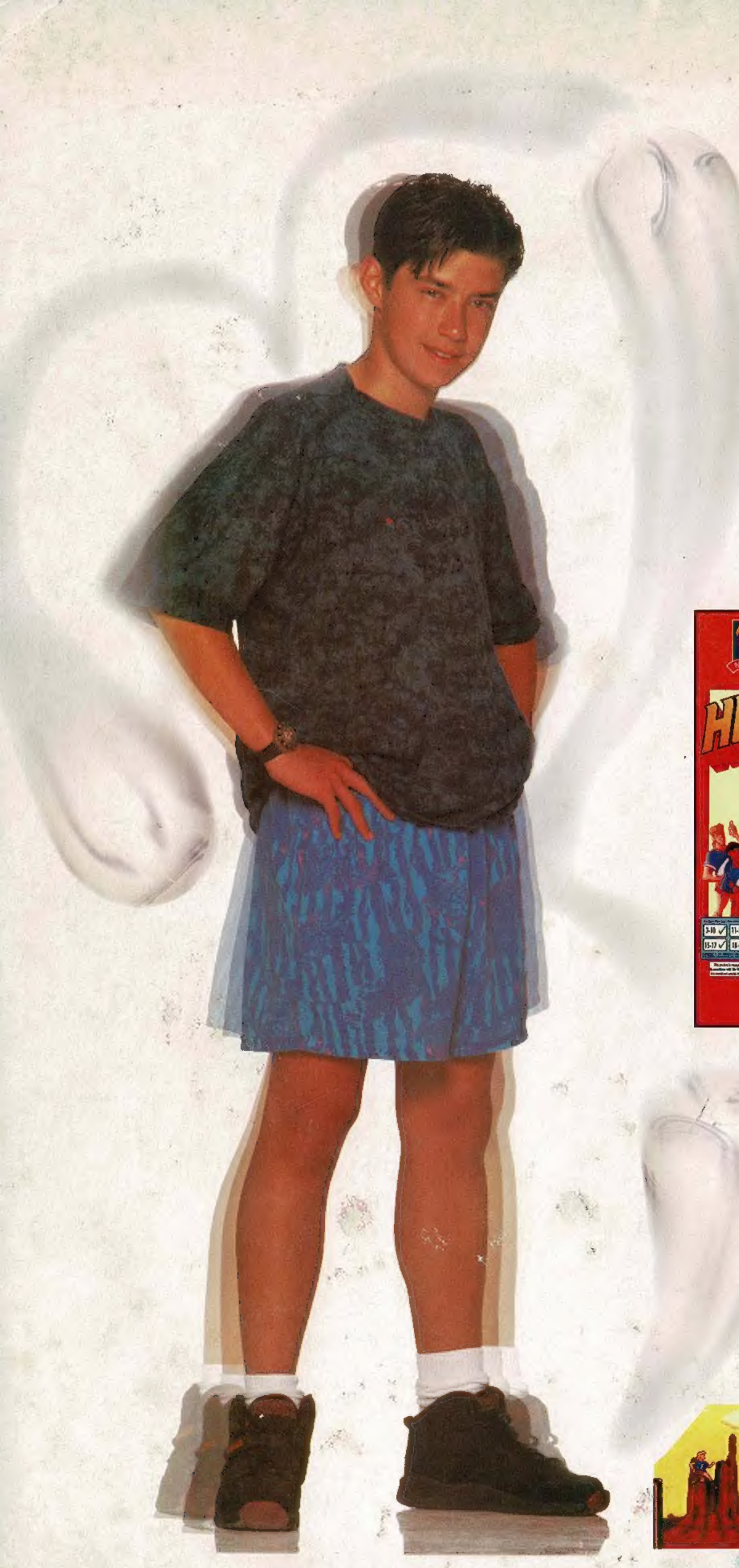
(THAT'S SPINY ANTEATER TO YOU!)

S.T.C. Star Pin-Up



IF YOU CAN DO THIS YOU CAN PLAY THIS

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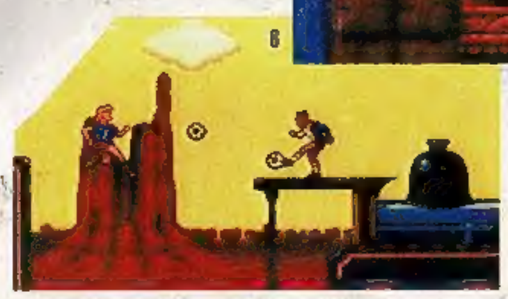

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